



Scott Adams'

BOOK OF HINTS

FOR

 *Adventure*
By Scott Adams

1 THROUGH 12

- | | | |
|-----------|----|----------------------|
| Adventure | 1 | Adventureland |
| Adventure | 2 | Pirate Adventure |
| Adventure | 3 | Mission Impossible |
| Adventure | 4 | Voodoo Castle |
| Adventure | 5 | The Count |
| Adventure | 6 | Strange Odyssey |
| Adventure | 7 | Mystery Fun House |
| Adventure | 8 | Pyramid of Doom |
| Adventure | 9 | Ghost Town |
| Adventure | 10 | Savage Island-Part 1 |
| Adventure | 11 | Savage Island-Part 2 |
| Adventure | 12 | Golden Voyage |

PLUS

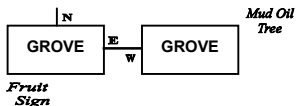
SPECIAL MAP MAKING SECTION

THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES

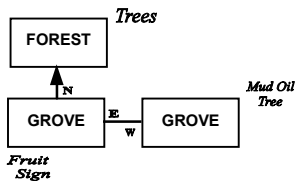
Each room is represented by a box with the name of the room in it, and all original items found in it noted alongside.



Directions from a location are indicated by a line coming out of anywhere on the box, but with the direction leaving the box indicated by the first letter of that direction.

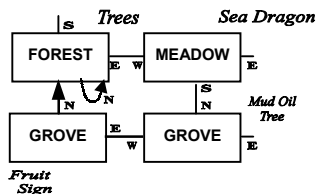


The above shows it is East from the grove to the swamp and West from the swamp to the grove. In the case of being able to go only in one direction, an arrow is put at the end of the path.

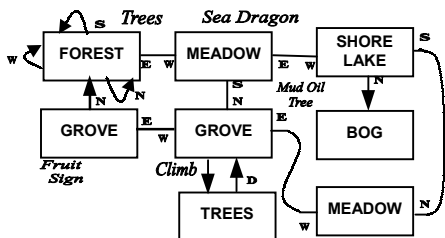


This indicates that upon leaving the grove you go north to the forest, but that you cannot return!

The best way to use this system is that, upon entering a location, you draw a line representing each possible exit and its location. Later you connect them to rooms as you continue your exploration.



The advantage is that you will not forget to explore an exit once you get past your initial probe. Another advantage of this system is that you never need redraw your map as you stick extra locations anywhere on your paper.



Also notice that on the forest the exits N, S, W are available, but that they all return to the forest! Note also that as additional locations were found off the swamp, the map was not redrawn. Instead, the locations were simply put where needed. And since we "climb tree" instead of going in a particular compass heading, we wrote that as directions to leave the swamp.

I hope you will find this an easy system to use. You should find that once you start using it, you will spend less time mapping or wandering around lost than you may have in the past! P.S. -Systems analyst may recognize this system as a modified H.I.P.O. diagram used to indicate program flow and control.

HAPPY ADVENTURING

Scott Adams

HOW TO USE ADVENTURE HINTS

First, go to the Adventure you are working on. Read the questions until you get where you are stuck. The numbers underneath refer to the dictionary listed at the end. Match each number with its associated word and you'll find an Adventure clue! Also remember to look backup at the top of the screen after each command as things may change in your current location!

HAPPY ADVENTURING — Scott Adams, Chief Adventurer

In event this Hint Book still doesn't solve your problem, write down exactly where you are stuck & what you have done. Send this information along with a stamped self addressed envelope to Adventure Hints, Box 3435, Longwood, FL 32750 for additional help. Do **not** call Adventure. Hints will **not** be given out over the phone.

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ADVENTURE #1 — ADVENTURELAND

Stuck in a forest?

60 15 27

Haven't been able to find where to store your *TREASURES*?

60 23 27 45 1 65 38

Can't catch fish?

58 28 8 5 45 37 69

Can't wake dragon safely?

58 28 8 5 45 37 69

Still can't store treasures?

31 32 38

Still can't store treasures?

68 47

Its dark?

48 26 70

Stuck in a pit?

63 7 21 4 15 34 61 74 14 18

67 75 24 11 64

Brick wall a problem?

46 59 25 50

Need to cross chasm?

49 50

Bear a problem?

20 73 9 21 16

Bees a problem?

58 3 45 72 40

Wasting honey?

76 35 45 1 33 29 34 13

Lava a problem?

35 56 51 43 66 6

Bear still a problem?

54 19 52 44

Dragon still snoring?

62 35 43 42

Bees die?

62 22 10 2

Still missing a treasure? (Crown?)

31 36 12 39 71

Missing a necklace or bracelet?

30 17 57 41 41 41 41

53 1 55 38

1 - the
2 - transportation
3 - "HELP"
4 - say
5 - on
6 - clues
7 - need
8 - later
9 - hungry
10 - faster
11 - work
12 - of
13 - remember
14 - CARRYING
15 - a
16 - me
17 - was
18 - something
19 - be
20 - he

21 - to
22 - some
23 - cypress
24 - won't
25 - at
26 - bottomless
27 - tree
28 - again
29 - its
30 - ALADIN
31 - read
32 - web
33 - stump,
34 - magic
35 - mirror
36 - description
37 - your
38 - !
39 - bear's
40 - hive

41 - ?
42 - clue
43 - for
44 - quiet
45 - in
46 - throw
47 - stump
48 - enter
49 - jump
50 - it
51 - good
52 - so
53 - good
54 - don't
55 - lamp
56 - is
57 - here
58 - try
59 - ax
60 - climb

61 - word
62 - use
63 - you
64 - though
65 - swamp
66 - many
67 - "SAY"
68 - examine
69 - Adventure
70 - hole
71 - lair
72 - bee
73 - looks
74 - while
75 - "ABRACADABRA"
76 - leave

ADVENTURE #2 – PIRATE ADVENTURE

Can't get out of the apartment (flat)?

11 66 9 66 53 80 72 76 21 63

Still stuck in apartment?

47 34 70 31 16 17

Still stuck in apartment?

56 66 77 15 66 25 13 81

Can't open chest?

21 48 70 57 4 76 59 65 12 45

Its dark?

27 35

Still can't open chest?

12 38 23 60 40 53 80 61 53 18

Still can't open chest?

69 44

Have you found the crocodiles yet?

47 42 80 51 37 70 21 29

Crocs won't budge?

47 30 70 67 47 49

Crocs still a problem?

47 40 42 80 3 53 80 61

Can't get past snakes?

55 41 50 26 54 76 68 20 12 19 64

28 50 26 54 73 24

Can't find second treasure?

7 80 52

Still can't find second treasure?

56 71 33 67 22

Still no second treasure?

36 12 6 75 78 39 1 14 12 62 47 42

80 43 67 71 33 79 22 76 8 5 12

20 80 74 2 62

Can't get the pirate on board?

22 10 80 58 67 46 53 80 32

1 - out

2 - too

3 - attic

4 - shed

5 - sure

6 - really

7 - read

8 - be

9 - help

10 - on

11 - say

12 - you

13 - holding

14 - for

15 - YOHO

16 - magic

17 - word

18 - London

19 - heard

20 - have

21 - enter

22 - DIG

23 - something

24 - ?

25 - while

26 - of

27 - examine

28 - about

29 - cave

30 - lagoon

31 - use

32 - graveyard

33 - 30

34 - window

35 - bag

36 - boy

37 - hill

38 - left

39 - spelled

40 - back

41 - are

42 - to

43 - field

44 - nails

45 - can

46 - look

47 - go

48 - crack

49 - north

50 - pieces

51 - ridden

52 - map

53 - in

54 - eight

55 - doubloons

56 - try

57 - explore

58 - beach

59 - take

60 - important

61 - flat

62 - !

63 - passage

64 - talking

65 - whatever

66 - "

67 - then

68 - who

69 - pull

70 - and

71 - PACE

72 - alcove

73 - lately

74 - shovel

75 - need

76 - .

77 - SAY

78 - it

79 - ,

80 - the

81 - book

ADVENTURE #3 – MISSION IMPOSSIBLE

Have you gotten through the white door yet?

28 23 56 11 44 10 22 43 54 9

Have you gotten through the yellow door yet?

27 8 38 11 48 17

Further clue on yellow door

39 11 52 7 11 17 46 42

13 45 1 32 6

Further clue on yellow door

0 24 10 19 11 36

Further clue on yellow door

41 49 37 47 34 11 18 4 26 24

55 56 11 44 6 53 12 16 41 33

4030238516

Still can't get through yellow door?

51 60 70 45 62 54 58 68 11

69 64 66 61 56 59

Still can't find blue key?

5 10 65

Have you gotten through the blue door?

55 3 11 5 6

Can't get through jammed control room door?

67

Are you stuck on the last door?

25 14 20 35 15 30 42 8 50 6

Can't defuse the bomb still?

11 21 35 31 29 32 6

Still can't defuse the bomb?

57 63

- | | | | |
|------------------|---------------|---------------|------------------|
| 1 - badge | 21 - pail | 41 - you | 61 - ending |
| 2 - add | 22 - trying | 42 - try | 62 - 3 |
| 3 - with | 23 - sitting | 43 - two | 63 - bomb |
| 4 - key | 24 - go | 44 - chair | 64 - control |
| 5 - mop | 25 - using | 45 - a | 65 - wirecutters |
| 6 - ! | 26 - . | 46 - ? | 66 - panel |
| 7 - scanning | 27 - Do | 47 - safely | 67 - feet |
| 8 - something | 28 - Try | 48 - picture | 68 - on |
| 9 - combinations | 29 - useful | 49 - should | 69 - id |
| 10 - and | 30 - but | 50 - lower | 70 - take |
| 11 - the | 31 - very | 51 - it | |
| 12 - of | 32 - here | 52 - camera | |
| 13 - showing | 33 - did | 53 - think | |
| 14 - your | 34 - have | 54 - button | |
| 15 - good | 35 - is | 55 - play | |
| 16 - what | 36 - saboteur | 56 - in | |
| 17 - window | 37 - now | 57 - move | |
| 18 - yellow | 38 - to | 58 - sequence | |
| 19 - examine | 39 - Notice | 59 - white | |
| 20 - head | 40 - earlier | 60 - will | |

ADVENTURE #4 — VOODOO CASTLE

Can't budge animal heads?

6 40

Can't get past stone door?

50 38 36 59 38 56

Can't read plaque?

4 5 45 53

Still can't read plaque?

41 19 15

Need light?

58 36 39 31 56

Exploding chem tubes getting you down?

6 40

Tiny door a problem?

18 11

Stuck sweep?

10 43 17 35 31 8

Crack in wall a problem?

30 26 34 27 42

Crack still a problem?

14 24 21 35 3 27 38 3 28
62 27 23 36 29 31 47 61 8

Crack still a problem?

44 49 47 46 54 56

Curse still holding?

13 21 32 25 3 30 48 7
12 63 55 36 18 22 56

Crack still a problem?

27 85 73 83 74 77 70 82 72

Curse still holding?

35 21 13 27 87 80 27 89 79 86
27 68 64 65 84 27 66

Curse still holding?

74 78 21 79 27 76 69 88 5 71
55 75 67 27 66 81

Curse still holding?

52 37 9 56 51 60 2 20
57 51 16 33 56 1 8

1 - sorry

2 - help

3 - to

4 - need

5 - a

6 - try

7 - about

8 - . . .

9 - again

10 - if

11 - chemicals

12 - good

13 - have

14 - what

15 - flue

16 - am

17 - doesn't

18 - examine

19 - fireplace

20 - any

21 - you

22 - kettle

23 - stone

24 - did

25 - heed

26 - reading

27 - the

28 - get

29 - was

30 - medium

31 - it

32 - paid

33 - afraid

34 - has

35 - do

36 - ?

37 - foiled

38 - ring

39 - clean

40 - armory

41 - enter

42 - answer

43 - pull

44 - opposite

45 - glass

46 - is

47 - stationary

48 - message

49 - of

50 - got

51 - 1

52 - curses

53 - lens

54 - moving

55 - charm

56 - !

57 - further

58 - dusty

59 - read

60 - can't

61 - or

62 - past

63 - luck

64 - things

65 - mentioned

66 - book

67 - follow

68 - other

69 - are

70 - with

71 - lucky

72 - clues

73 - bag

74 - be

75 - also

76 - count

77 - used

78 - sure

79 - and

80 - from

81 - exactly

82 - above

83 - should

84 - in

85 - juju

86 - all

87 - doll

88 - wearing

89 - window

ADVENTURE #5 — THE COUNT

Can't work the dumbwaiter?

7 41 26 42

Can't find Dracula's crypt?

15 27 2 23 12 2

Still can't find crypt?

5 49 18 11 4 3 45

Problem with locked door?

29 42

Problem with pit?

5 49 18 11 4 3 28 45

Getting into some dark places?

37 33 19

Pesky bat bugging you?

22 21 6 14 48

Can't find Dracula's coffin anywhere yet?

34 32 31 50 23 43 36 46 25

Getting robbed?

44 33 47 20 24 9 35

13 30 39 40 8 17 16

Coffin lock a problem?

38 28 10

Oven a problem?

12 10 23 5 49 1 8 17 31

1 - how
2 - castle
3 - on
4 - or
5 - think
6 - vampires
7 - enter
8 - to
9 - that
10 - oven
11 - near
12 - examine
13 - may
14 - don't
15 - go
16 - into
17 - get
18 - items
19 - match
20 - old

21 - what
22 - carry
23 - and
24 - place
25 - it
26 - then
27 - outside
28 - the
29 - try
30 - not
31 - in
32 - sign
33 - a
34 - read
35 - Dracula
36 - who
37 - light
38 - remember
39 - be
40 - able

41 - dumbwaiter
42 - "HELP"
43 - note
44 - find
45 - bed
46 - signed
47 - dusty
48 - like
49 - about
50 - crypt

ADVENTURE #6 — STRANGE ODYSSEY

Can't open the door in the control room?

14 25

Space suit a problem?

35 63

Have not been able to get out of the ship still?

42 59 15 41 33 47 62

Still can't get out?

39

Have only found a boulder and don't know what to do?

14 36

Can't read alien writing?

22 23 30 21 49

Problem with hexagonal room?

14 5 33 18

Problems still with room?

10 34 38 59 57 49 4

26 41 61 59 58

Can't seem to get many other places?

33 5 43 8 64 60 9 17 20 16 34 45
28 6 63 24 17 13 2 28 32 1 34 7 29

Air running out on you?

48 44 56 12 52 51 60 14 31

High gravity getting you down?

48 50 19 28 55 27

Need power crystal?

14 59 40 53

Missing one treasure?

54 3 28 11 46 41 37

Ice mound a problem?

38 65 56 67 66

Don't know where to store treasures?

70 74 56 69 71

Can't open hatch?

77 72 73 75 76 59 68

- | | | | |
|----------------|------------------|--------------|----------------|
| 1 - places | 20 - happens | 39 - jump | 58 - room |
| 2 - means | 21 - can | 40 - broken | 59 - the |
| 3 - hound | 22 - too | 41 - then | 60 - also |
| 4 - feel | 23 - bad | 42 - open | 61 - leave |
| 5 - plastic | 24 - remember | 43 - after | 62 - DOOR |
| 6 - push | 25 - console | 44 - around | 63 - it |
| 7 - have | 26 - disoriented | 45 - pull | 64 - rod |
| 8 - pulling | 27 - picture | 46 - storm | 65 - something |
| 9 - note | 28 - and | 47 - GO | 66 - plain |
| 10 - when | 29 - been | 48 - play | 67 - grassy |
| 11 - methane | 30 - neither | 49 - 1 | 68 - key |
| 12 - alien | 31 - suit | 50 - with | 69 - your |
| 13 - hexagonal | 32 - count | 51 - ship | 70 - blast |
| 14 - examine | 33 - try | 52 - space | 71 - spaceship |
| 15 - door | 34 - you | 53 - crystal | 72 - high |
| 16 - as | 35 - wear | 54 - ice | 73 - gravity |
| 17 - what | 36 - phaser | 55 - weird | 74 - off |
| 18 - HELP | 37 - explore | 56 - in | 75 - world |
| 19 - goggles | 38 - get | 57 - message | |
| 76 - holds | 77 - a | | |

ADVENTURE #7 — MYSTERY FUN HOUSE

Can't get by the ticket counter?

13 37 17 28 17 32 8

Have ticket but still being bounced?

9 2 16 15 40

Lost in maze?

1 3 22 10 7 24 12

Merry-go-round a problem?

29 39 26 25 6 31 34

Stuck in a pit with a locked door?

51 42 46 48 23 44

Still stuck in pit?

45 47 50 49 16 23 43 41

Have a wrench but don't know where to go?

14 37 36 35 5

Still having a problem with wrench?

21 37

Haven't figured out why you're in the funhouse?

32 23 27 33 11 38

Can't get by grate inside sewer?

63 23 57 17 53

Still can't get by grate inside sewer?

14 6 22 23 65 59 60

Noise still a problem in sewer?

WARNING THIS IS NOT A CLUE THIS IS A SOLUTION!!!

62 23 44

Problems in shooting gallery?

30 18 20 19 4

Still problems in shooting gallery?

63 2 59 23 20 19 4

Still problems in shooting gallery?

54 2 58 52 47 32 45 61 56 55 45

64 36 23 43 41

- | | | | |
|---------------|---------------|-----------------|----------------|
| 1 - too | 18 - about | 35 - parking | 52 - it |
| 2 - sign | 19 - telling | 36 - in | 53 - fuse |
| 3 - bad | 20 - fortune | 37 - grate | 54 - put |
| 4 - machine | 21 - slide | 38 - heel | 55 - when |
| 5 - lot | 22 - keep | 39 - spectacles | 56 - good |
| 6 - to | 23 - the | 40 - counter | 57 - gum |
| 7 - its | 24 - really | 41 - gallery | 58 - where |
| 8 - inventory | 25 - back | 42 - can't | 59 - from |
| 9 - read | 26 - go | 43 - shooting | 60 - spreading |
| 10 - trying | 27 - opposite | 44 - door | 61 - some |
| 11 - fix | 28 - tree | 45 - you | 62 - close |
| 12 - easy | 29 - wear | 46 - get | 63 - use |
| 13 - examine | 30 - think | 47 - will | 64 - are |
| 14 - try | 31 - mirror | 48 - out | 65 - noise |
| 15 - ticket | 32 - do | 49 - something | |
| 16 - by | 33 - of | 50 - find | |
| 17 - and | 34 - room | 51 - You | |

ADVENTURE #8 — PYRAMID OF DOOM

Can't get in the pyramid?
2 35 34 18 33 14 34 38

Still can't get in?
32 13

Still can't get in?
74 34 58 33 57 61 71

Can't get in tiny door?
53 63 50 15 69

Is nomad ever useful?
10 21 44 45 48 43

Mummy a problem?
7 15 16 4

Purple worm a problem?
3 28 8 19

Pharaoh a problem?
36 29 14 30 19 7 20

Pharaoh still a problem?
5 14 18 10 21

Pharaoh still a problem?
40 34 46 41 42 47 39

Bricked doorway a problem?
26 11

Missing a gold coin?
24 14 12 9 7 37 22 23 25

Oyster a problem?
27 17 29 31 6 34 1

Oyster still a problem?
53 63 67 34 1

Still missing a gold coin?
22 23 25 68 35 55 52 66 62 69 10
63 49 75

**Still missing a gold coin? WARNING
THIS IS NOT A CLUE THIS IS A
SOLUTION!!!**
70 72

Pharaoh still a problem?
54 10 65 56 75 73 69 75

**Pharaoh still a problem? WARNING
THIS IS NOT A CLUE THIS IS A
SOLUTION!!!**
51 59 14 13 19 64 54 14 60 14 18

- | | | | | |
|--------------|----------------|----------------|-------------|--------------|
| 1 - rats | 17 - did | 33 - and | 49 - smell | 65 - his |
| 2 - dig | 18 - pyramid | 34 - the | 50 - worry | 66 - what |
| 3 - leave | 19 - then | 35 - by | 51 - wash | 67 - feed |
| 4 - leaves | 20 - clean | 36 - find | 52 - of | 68 - sees |
| 5 - Liquid | 21 - useful | 37 - like | 53 - do | 69 - it |
| 6 - with | 22 - a | 38 - desert | 54 - ruby | 70 - feel |
| 7 - think | 23 - blind | 39 - Mohammed | 55 - sense | 71 - door |
| 8 - alone | 24 - treasure | 40 - if | 56 - heart | 72 - around |
| 9 - room | 25 - man | 41 - won't | 57 - unlock | 73 - destroy |
| 10 - is | 26 - iron | 42 - go | 58 - rock | 74 - get |
| 11 - glove | 27 - you | 43 - requests | 59 - coal | 75 - ! |
| 12 - mirror | 28 - him | 44 - sometimes | 60 - acid | |
| 13 - pool | 29 - something | 45 - for | 61 - tiny | |
| 14 - in | 30 - fireplace | 46 - mountain | 62 - ? | |
| 15 - about | 31 - wrong | 47 - to | 63 - not | |
| 16 - burning | 32 - enter | 48 - HELP | 64 - throw | |

ADVENTURE #9 — GHOST TOWN

Horse a problem?

46 100

Jail a problem?

105 98 21 39 14 2 30 78

Jail cell locked?

55 53 94

Cell still locked?

17 7 74 94 28 107 17 15 71 31

Cell still locked?

103 52 43 111 6 67 49 44 33 1

Can't open safe?

101 86

Getting a fizzle instead of a boom?

58 110 3 89 54

Haven't found a yuse yet?

81 21 64 88 50

Can't find Indian village?

113

Horse still a problem?

115 114 116 36 71 118 117

Horse still a problem?

119

Can't get back from teepee?

23 82 82

Still stuck at teepee?

59 102 26 108 72 32 84 83 57 60

Still stuck at village?

18 24 66 15 75 66 27 72 48 45

Still stuck at village?

63 24 66 93 72 48

Piano player a problem?

26 108 72 109 96

Piano player still a problem?

61 100 38 22

Can't find anyplace to sleep at night?

81 62 111 97 69 11 51

Missing a *CHINESE GO BOARD* treasure?

70 65 94 69 91 70 65 87

Still no GO?

70 65 34 19

Contrapositive getting you down?

13 105 8 47 33 16 68 80 91 15

106 53 12 47 91 56 8 69 12 47 92

Bonus score a problem?

77 29 10 37 5 20 73 76 79 41 99 36

111 95 85 5 112 20 42 104 40 25 9

35 34 4

1 - apparel	25 - such	49 - an	73 - things	97 - hotel
2 - examine	26 - he	50 - ravine	74 - lift	98 - compass
3 - explode	27 - meet	51 - sign	75 - if	99 - limits
4 - worm	28 - but	52 - up	76 - within	100 - him
5 - for	29 - points	53 - with	77 - bonus	101 - dig
6 - dictionary	30 - jail	54 - contained	78 - door	102 - fact
7 - not	31 - else	55 - play	79 - certain	103 - look
8 - 1st	32 - ghost	56 - swap	80 - it	104 - at
9 - as	33 - of	57 - Indian	81 - go	105 - take
10 - are	34 - the	58 - Gunpowder	82 - tom	106 - same
11 - read	35 - killing	59 - ignore	83 - on	107 - maybe
12 - 2nd	36 - or	60 - aspect	84 - concentrate	108 - is
13 - means	37 - given	61 - make	85 - cases	109 - vain
14 - also	38 - feel	62 - counter	86 - manure	110 - won't
15 - do	39 - stable	63 - how	87 - bed	111 - in
16 - sentence	40 - all	64 - mountains	88 - beyond	112 - just
17 - can	41 - time	65 - about	89 - unless	113 - horse
18 - what	42 - them	66 - you	90 - Think	114 - giddy
19 - mirror	43 - topper	67 - its	91 - then	115 - say
20 - doing	44 - item	68 - negate	92 - around	116 - down
21 - to	45 - here	69 - and	93 - greet	117 - that
22 - appreciated	46 - spur	70 - think	94 - safe	118 - like
23 - beat	47 - half	71 - something	95 - some	119 - shoe
24 - would	48 - friend	72 - a	96 - musician	

ADVENTURE #10 — SAVAGE ISLAND PART 1

Have not found a bear?

19 22 15 30

Hurricane winds a problem?

28 16 29

Can't seem to leave volcano?

11 14

Have not found a bottle?

6

Have not found a knife?

45

Can not seem to outlive hurricane?

17 26 23 37 2 1

Bear a problem?

36 38

Bear still a problem?

44 27

Bear still a problem?

35 37 9

Can't find knife?

48 46

Have not been off island yet?

4 37 20

Can't move raft?

47 38 51 49

Problems with a stalactite?

36 38

Still problems with stalactite?

38 10 42 25 31 34

Stalactite won't budge?

50 52

Need light?

14

Have not found a force field?

21 32 33

Need light still?

7 18

Broken machinery a problem?

24 5

Need a key word?

43 40 12 13

Caveman "argh" a problem?

39 8 41 37 3

1 - wind

2 - no

3 - friendly

4 - raft

5 - cave

6 - sand

7 - force

8 - worry

9 - key

10 - will

11 - cross

12 - cannon

13 - fires

14 - lake

15 - enter

16 - something

17 - wait

18 - field

19 - climb

20 - handy

21 - work

22 - and

23 - there

24 - dark

25 - using

26 - where

27 - sweat

28 - carry

29 - heavy

30 - volcano

31 - right

32 - on

33 - stalactite

34 - item

35 - evaporation

36 - examine

37 - is

38 - it

39 - don't

40 - after

41 - he

42 - move

43 - atoll

44 - taste

45 - water

46 - down

47 - build

48 - swim

49 - tidepool

50 - throw

51 - in

52 - nut

ADVENTURE #11 — SAVAGE ISLAND PART 2

Problem with vacuum?

72 73 8 50 5

Problem with vacuum still?

61 46 53 60 89 38 60 88

Problem with vacuum still?

14 61 69 53 20 59 60 89

Can go through tunnels away but can't reach other forcefields?

34 13 12

Still can't reach other fields?

34 13 12 38 76 83

Problem with caveman?

74 81

Problem with caveman still?

94 81

Pyschotransfiguration a big word?

45 52 23 38 91 68

Need a rayshield?

56 11 90 38 58 21 44 63 70 85 67
92 7 40 48 22 64 38 41 63 33 3
55 54

Can't throw levers?

30 42 3 38 19 86

Can't throw lever still?

93

Can only move one lever?

95 54

Can't find anyplace else to go or things to do?

93 35 28 84

Still haven't found cramped metal area?

31 79 53 87 15 27 71 39 31

Dinosaurs still living?

17

Dinosaurs still living?

80 78 43 16 32 53 47 66

Dinosaurs still living?

29 51 82

Still having problems?

16 3 77 24 26 57 1 25 30 42 90 56
49 90 10 65 37 52 6 75 36 9 18 4
2 62

- | | | | | |
|-----------------|----------------|----------------|--------------|------------------|
| 1 - easy | 20 - lungs | 39 - holding | 58 - Savage | 77 - said |
| 2 - Free | 21 - Island | 40 - 2 | 59 - and | 78 - parents |
| 3 - one | 22 - passwords | 41 - part | 60 - a | 79 - ties |
| 4 - additional | 23 - caveman | 42 - on | 61 - what | 80 - kill |
| 5 - underwater | 24 - this | 43 - then | 62 - clues | 81 - flower |
| 6 - description | 25 - adventure | 44 - Part | 63 - I | 82 - all |
| 7 - least | 26 - was | 45 - play | 64 - given | 83 - bloodstream |
| 8 - swimmers | 27 - have | 46 - happens | 65 - send | 84 - mysteries |
| 9 - stuck | 28 - many | 47 - worry | 66 - about | 85 - there |
| 10 - or | 29 - time | 48 - different | 67 - are | 86 - room |
| 11 - find | 30 - work | 49 - get | 68 - rooms | 87 - something |
| 12 - air | 31 - thread | 50 - survive | 69 - happens | 88 - vacuum |
| 13 - some | 32 - progeny | 51 - cures | 70 - warning | 89 - balloon |
| 14 - compare | 33 - only | 52 - with | 71 - when | 90 - it |
| 15 - you | 34 - store | 53 - to | 72 - how | 91 - red |
| 16 - no | 35 - unravels | 54 - correct | 73 - do | 92 - at |
| 17 - block | 36 - where | 55 - is | 74 - eat | 93 - bandanna |
| 18 - for | 37 - SASE | 56 - you'll | 75 - of | 94 - crush |
| 19 - exercise | 38 - in | 57 - an | 76 - your | 95 - that's |

ADVENTURE #12 — GOLDEN VOYAGE

Merchants a problem?

30 68 39 63 60 5 59 23

Ship won't go anywhere?

49 57 34 4 41

Ship still won't go anywhere?

61 63 62 66 8 67 66 7 55 14

Lost at sea?

25

Lost at sea still?

13 18

Statue a problem?

21

Statue still a problem?

40 20 70

Statue still a problem?

72 67 42

Statue still a problem? WARNING

THIS IS NOT A CLUE THIS IS A SOLUTION!!!

72 71

Can't find passageway?

47 62 31 54 17 31 44 5 12

Can't find second tablet?

40 58 43 56 63 60 42 69

Have tablets but don't know why?

33 65 38

King still dies?

6 3

Haven't found a globe?

51 28 46

Still no globe?

28 9 60 20 2

Right sounds but still no globe?

74 73

Haven't found hallway?

11 26 35 36 27 29 57 19 64 63 10

24 57 15 32 52

Still having problems?

22 45 1 37 16 64 57 49 48 53 50 34
46

1 - with

2 - plooshs

3 - liquid

4 - floating

5 - an

6 - wrong

7 - on

8 - way

9 - didn't

10 - look

11 - yee

12 - unbeliever

13 - weak

14 - seas

15 - have

16 - of

17 - said

18 - eyes

19 - know

20 - 2

21 - stairs

22 - send

23 - dollar

24 - once

25 - mast

26 - gods

27 - easy

28 - tablet

29 - if

30 - they

31 - I

32 - your

33 - deposit

34 - free

35 - . . .

36 - its

37 - description

38 - somewhere

39 - want

40 - need

41 - yet

42 - 1

43 - small

44 - was

45 - SASE

46 - clues

47 - pray

48 - stuck

49 - are

50 - additional

51 - see

52 - globe

53 - for

54 - never

55 - high

56 - pieces

57 - you

58 - many

59 - honest

60 - make

61 - hard

62 - tell

63 - to

64 - where

65 - them

66 - which

67 - is

68 - just

69 - large

70 - words

71 - up

72 - walk

73 - fountain

74 - check

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